```
D:/Library/Documents
/Job/Forschungsmaster
/Projekte/SimulationVisualization
/EyeCandy3D/EyeCandy3D/include
/EC3D/Core/FontCharacter.h
```

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D:/Library/Documents
/Job/Forschungsmaster
/Projekte/SimulationVisualization
/EyeCandy3D/EyeCandy3D/include
/EC3D/Core/FontTextureAtlas.h
```

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D:/Library/Documents
/Job/Forschungsmaster
/Projekte/SimulationVisualization
/EyeCandy3D/EyeCandy3D/src/Core
/FontTextureAtlas.cpp
```

```
D:/Library/Documents
/Job/Forschungsmaster
/Projekte/SimulationVisualization
/EyeCandy3D/EyeCandy3D/src/Core
/Freetype.cpp
```

```
D:/Library/Documents
/Job/Forschungsmaster
/Projekte/SimulationVisualization
/EyeCandy3D/EyeCandy3D/src/Gui
/Backend/OpenGLFont.cpp
```